
Subject: The pull back strategy

Posted by [Anonymous](#) on Fri, 05 Apr 2002 04:17:00 GMT

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Has anyone else tried any good old military strategies? People don't really think about strategies so some of the good oldies work really well. Let me tell you a little story...(puts on a voice like a childrens narrator-probably from Lord of the Rings or something-I haven't seen it though)In 1066, at the battle of hastings the Saxons were on the highground and the Normans had to run up the hill to attack. The Normans won by splitting up the Saxon defenses. They charged forward, and then ran back as though retreating. Despite King Harold's orders to stand firm his sheild and spear holders charged after the Normans. The Normans then ambushed the Saxons that ran after them. Now the saxons had no proper defenses, so were in deep smeg.Anyway, you can use the Norman tactic in Renegade. Charge forward with a lot of tanks and then just when the enemy have their defenses sorted and are giving you a decent fight, retreat. This gives you a chance to repair and normally some tanks and men will charge forward to try and beat you back to your base. Now you can just reveal that you have a few more soldiers and tanks just around the corner and blow them sky high!Unfortunately now they are ready for you. No matter, they are still expecting your huge army to attack from the same position so you just have to do a quick fake attack from another entrance to the base to throw them off. They won't know which side to defend.

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Posted by [Anonymous](#) on Fri, 05 Apr 2002 05:07:00 GMT

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This would work if you had more teamwork -- but most rushers start to get hurt and run before they damage anything.Or they back up over your reserve - blocking them to attack.good idea though....

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Posted by [Anonymous](#) on Fri, 05 Apr 2002 08:41:00 GMT

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oh yes, if the game had the teamwork, it would be great! i could just see nod with about 3 or 4 stealths waiting off to the side and as the gdi begins their counter attack and goes past the stealths, they all open up from behind! this would work in the original c&c, but would be extremely hard to organize in renegade. good thinkin' though!

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 06:14:00 GMT

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I find that if there's at least 1 other vehicle with you, you can hang back a few seconds and when he (inevitably) retreats I move forward and take over. This works well in a few ways, but needs "aware" players in hte absence of defined strategy Ususally the opponent will press his

advantage, and I can get in a good few shots before he spots/targets/manoeuvres to get me. If you're lucky, your team mate will have got his attention, and you can sort of leap-frog. Not often it happens, but sweet when it does. Only tonight 3 of us (2 mob artillery and a tech) managed to deal with some khaki menace. Oh yeah, I also always retreat backwards coz I find it easier seeing the shots coming

Subject: The pull back strategy
Posted by [Anonymous](#) on Sat, 06 Apr 2002 11:11:00 GMT
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Ahh, yes the old feigned withdrawal, One of the classic military strategies that still works. This can be a good infantry technique also especially if you retreat right past the c4 that your team has laid in the tunnel behind you.

Subject: The pull back strategy
Posted by [Anonymous](#) on Sat, 06 Apr 2002 13:42:00 GMT
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that would work if you had better commincation... like a microphone or something... i just go along with everybody[it works too!]
